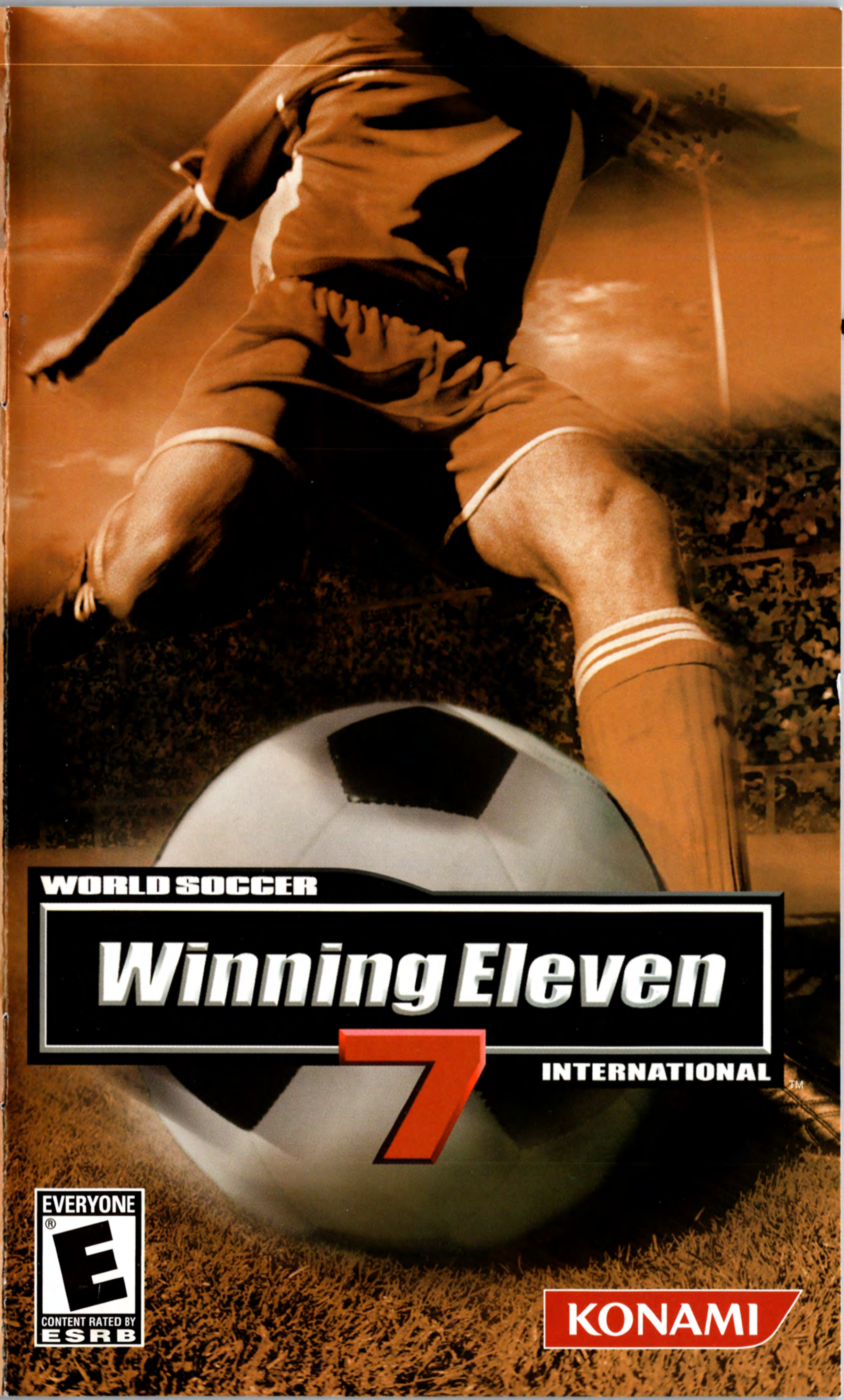
WORLD SOCCER
Winning Eleven
7
INTERNATIONAL
™
EVERYONE
CONTENT RATED BY
ESRB
KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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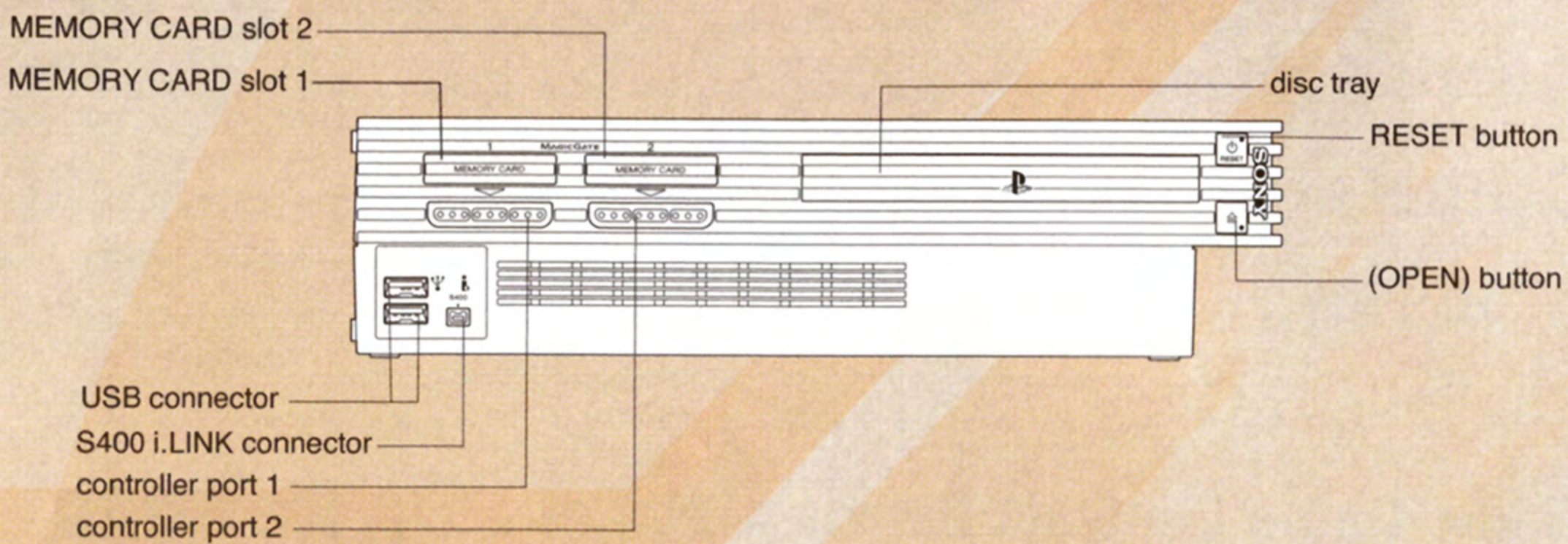
GETTING STARTED

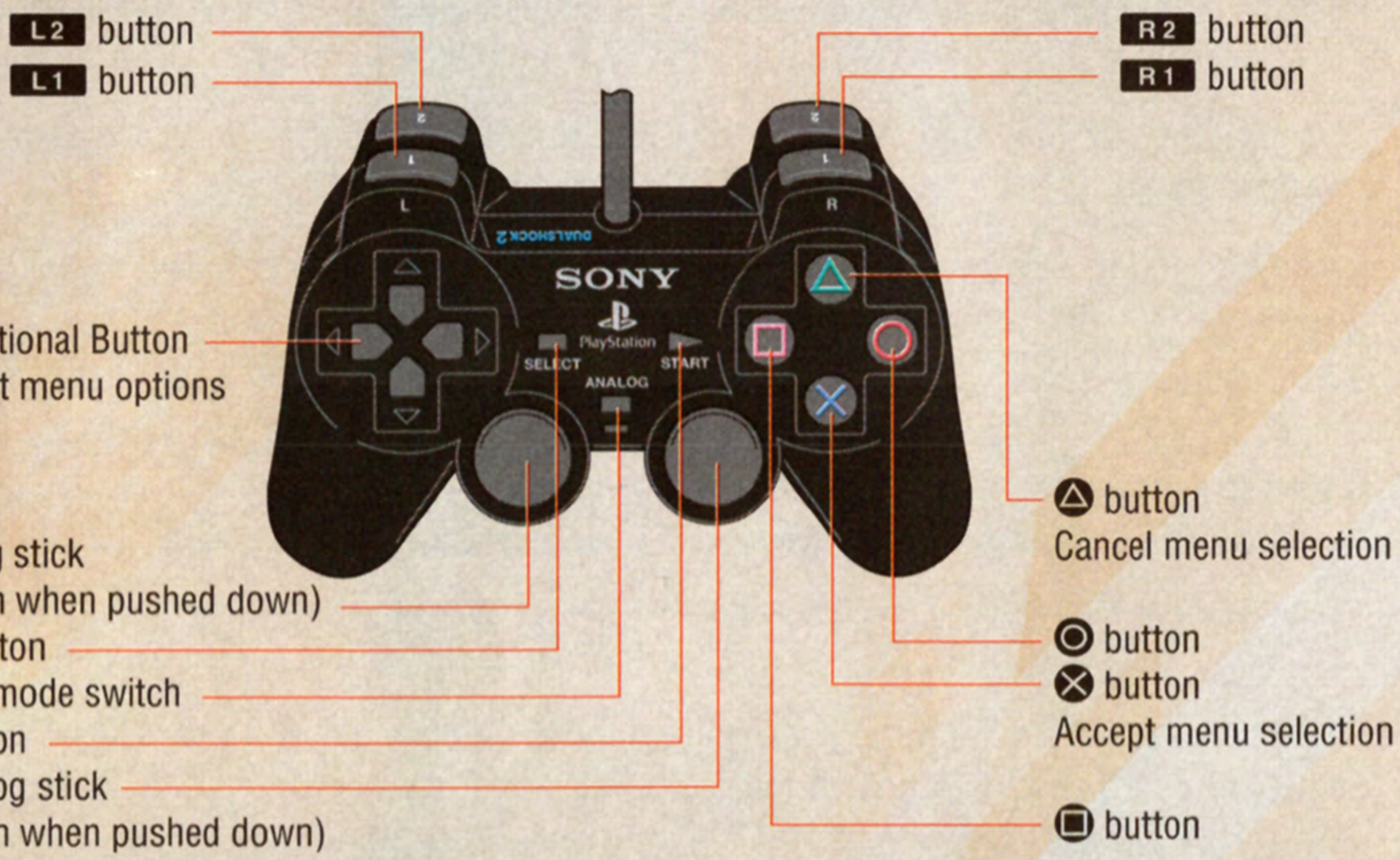


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **Winning Eleven 7** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

CONTROLS

DUALSHOCK®2 analog controller

The following button controls are the default settings (button configuration Type A).



The game can be played using the DUALSHOCK® analog controller, DUALSHOCK®2 analog controller, or a standard controller. Button commands are the same for all controllers. When playing a one-player game, insert the controller into the PlayStation®2 controller port 1, and when playing with two players, insert controllers into the controller ports 1 and 2 on the game console. The game cannot be switched between analog mode and digital mode. The mode indicator is always red, regardless of whether the vibration function has been turned on or off.

MULTI-PLAY

MULTI-PLAY

Competitive or cooperative multi-play is possible using additional controllers (sold separately) and multitaps (for PlayStation®2) (sold separately). Connecting a multitap (for PlayStation®2) to controller port 1 or controller port 2 makes it possible to attach controllers to controller ports 1-A, 1-B, 1-C, 1-D and controller ports 2-A, 2-B, 2-C, and 2-D, enabling a maximum of eight people to play simultaneously.

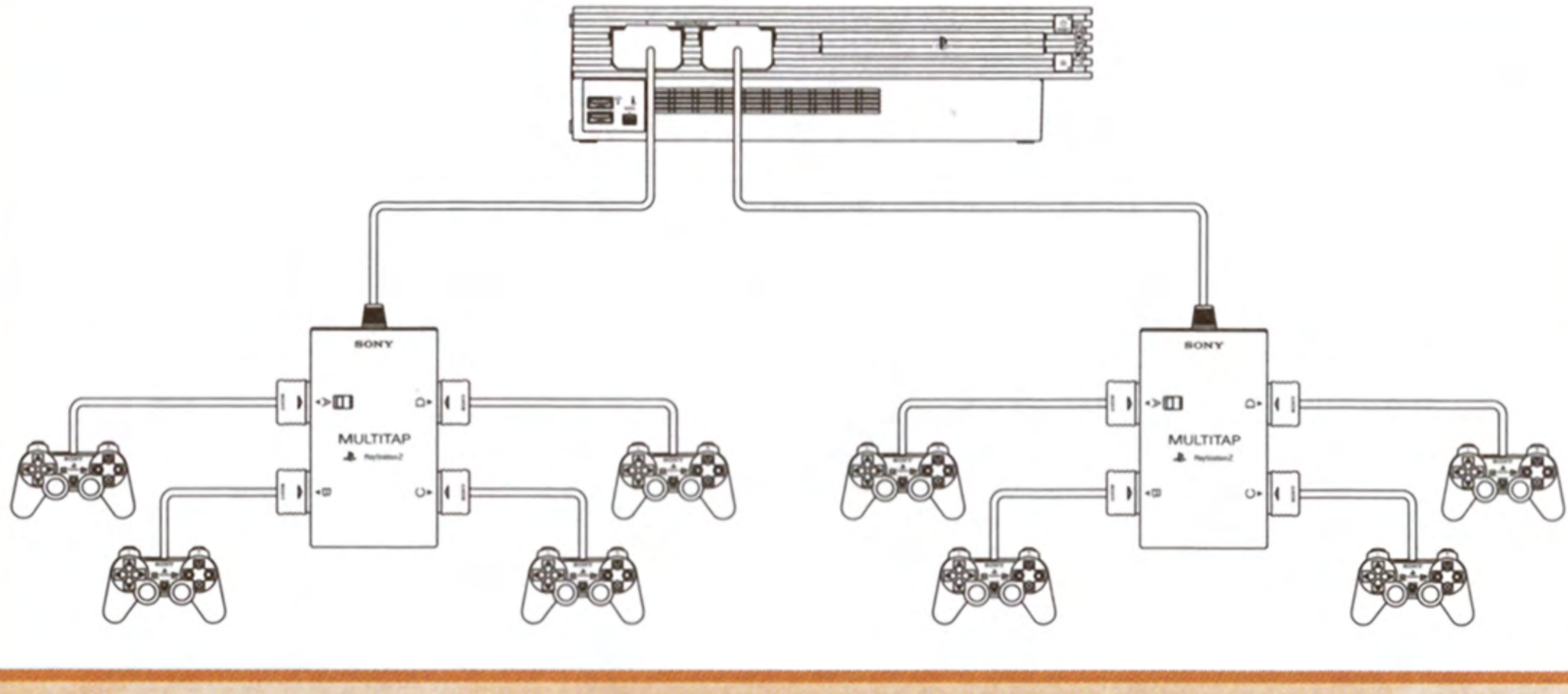
The multitap (for PlayStation®2) is connected to controller port 1 and/or controller port 2 on the console.

ITEMS NECESSARY

2 players:	2 controllers
3 to 5 players:	1 controller per player and one multitap (for PlayStation®2) (sold separately)
6 to 8 players:	1 controller per player and two multitaps (for PlayStation®2) (sold separately)

PRECAUTIONS WHEN USING THE MULTITAP (FOR PLAYSTATION®2)

When connecting the multitap (for PlayStation®2), always insert a controller into controller port 1-A or 2-A before inserting the remaining controllers into controller ports 1-B, 1-C, 1-D, or 2-B, 2-C, and 2-D. See the below diagram.



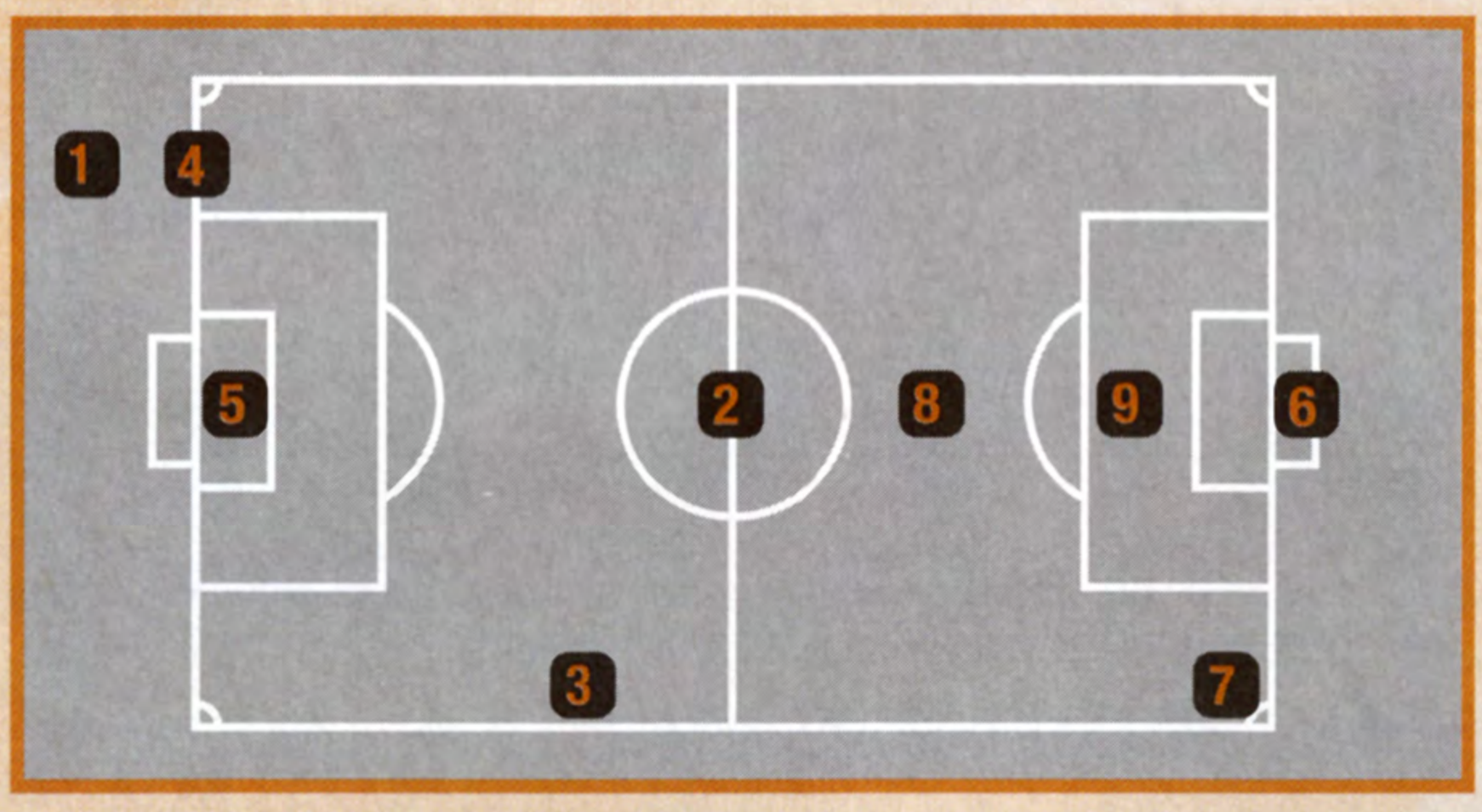
THE RULES OF PLAY

BASIC RULES

Game rules are the same as normal soccer rules.

FIELD TERMINOLOGY

1. Field (pitch and the surrounding area)
2. Center Circle
3. Touch Line
4. Goal Line (End Line)
5. Goal Area
6. Goal
7. Corner Area
8. Pitch
9. Penalty Area



MATCH TIME

The playing time for each match can be set to **5, 10, 15, 20, 25** or **30** minutes. Match times can be changed using the Environment Settings in each game mode.

EXTRA TIME

Golden goal/silver goal extra time and penalty shootouts are available depending on the Game Mode. It is possible to enable/disable extra time, golden goal/silver goal extra time, and penalty shootouts for Exhibition Matches.

YELLOW CARDS/RED CARDS

Players issued two yellow cards during the same match will be sent off. Players issued a red card will be sent off immediately. Players who accumulate a total of two or more yellow cards or one red card cannot play in the next match.

FORFEITED GAME

If the number of eligible players on a team drops below seven before or during a match, that match will be forfeited.

THE RULES OF PLAY

OFFSIDE

An offside is called when an attacking player is closer to the opponent's goal line than the defensive line of the opposing team at the moment the ball is passed. A free kick is awarded to the opposing team.

MAXIMUM NUMBER OF SUBSTITUTIONS

For Exhibition and Superstar XI matches, you can select from three to seven substitute players for a match. For Cup matches and League matches, the maximum number of players that you can change will be three. In the Master League, you may have three substitutes for regular matches, but for pre-season matches, the maximum is seven.

OUT OF PLAY

"Out of play" refers to times when the game is stopped after the ball has gone out of bounds or after a foul. Player substitutions made while the match is in progress will take place when the ball is next out of play.

INJURY

By altering the settings it is possible to determine whether or not players receive injuries from sliding tackles or other aggressive play. Injuries can be slight or serious and are indicated on the screen by yellow and red crosses respectively.

Players with slight injuries may continue to play in the match, but their performance levels will be obviously reduced. Players with serious injuries will not be allowed to continue in the match and are sent off the pitch immediately. In League, Cup and Masters League tournaments, slight injuries may take several matches to heal properly. A "recovering" icon may be displayed after a player has healed from a slight or serious injury. A player with this icon, although no longer injured, is still not yet at full strength and continues to suffer under a slight reduction in abilities.

Light Injury

Light Injury just recovered

Heavy Injury

Heavy Injury just recovered

BASIC GAME CONTROLS DURING MATCHES

GAME CONTROLS

Basic Offense Controls

L1 button/
Switch between players

Directional button/
Move

Left analog stick/
Move

R1 button/Dash

△ button/
Through ball

○ button/
Centering/Long pass

✕ button/
Short pass

□ button/
Shoot

START button/Pause

Basic Defense Controls

L1 button/
Switch between players

Directional button/
Move

Left analog stick/
Move

R1 button/Dash

△ button (hold down)/
Goalkeeper Charge

○ button/
Sliding tackle

✕ button/
Apply pressure

□ button (hold down)/
Clearance/Pressure 2

START button/Pause

OFFENSE

DRIBBLING

Dribble: Press the directional button when the ball is at player's feet.
Jump: When an opponent executes a sliding tackle, press the R2 button.
Stop the ball: Release the directional button and press the R1 button to stop the ball's movement when dribbling.
Turn and Kick: When changing directions, press the R2 button to kick the ball a long distance.

DASH DRIBBLE

Dash Dribble: Press the R1 button while dribbling.
Super high-speed dribble: When dribbling, hold down the R1 button and press the directional button twice, and again a third time.
High-speed dribble: Press the R2 button while dribbling. This technique is slower than the dash dribble, but allows for better ball control.
Low-speed dribble: Let go of the directional button while dribbling. When executing a low-speed dribble, press and hold the L1 button to maintain the dribble and use the directional button to change the direction of the dribble.

PASSING

Short pass: Press the ✕ button to make a pass in the direction the directional button is being held.
Heel pass: Press the directional button in the opposite direction to that in which the player's body is facing, and then immediately press the ✕ button to execute a heel pass.
Direct short pass: Press the ✕ button immediately before trapping the ball to execute a direct short pass in the direction the directional button is being held.

LONG PASSES

Long pass: Press the ○ button to send a pass in the direction that the directional button is being held. The length of the pass depends on the length of time the ○ button is held.
Direct long pass: Press the ○ button immediately before trapping the ball to send a long pass in the direction that the directional button is being held. The length of the pass depends on the length of time the ○ button is held.
Change sides: Send a long pass to the opposite wing by holding the directional button in the desired direction and pressing the ○ button. The length of the pass depends on the length of time the ○ button is held.

THROUGH BALL

Through ball: Press the △ button to make a pass in the direction you are selecting with the directional button.
Direct through ball: Press the △ button immediately before trapping the ball to send a through ball in the direction that the directional button is being pressed.
Fly Thru pass: While holding L1, press the △ button to send a chipped through ball in the direction that the directional button is being pressed.

ONE-TWO PASSES

One-two pass: Hold down the L1 button and press the ✕ button to make a short pass. Press the △ button immediately before your teammate receives the ball to execute a return pass.

GAME CONTROLS/Offense

One-two pass in the air: Press the ✕ button while holding down the L1 button to execute a short pass, and then press the ○ button immediately before the player traps the ball to execute a return pass.
Pass and go: Press the R2 button immediately after passing the ball to make the player who passed the ball sprint forward.

MANUAL PASSES

Manual pass: Push the right analog stick in the desired direction and then press the R3 button to execute the pass. The strength of the pass is determined by how long the R3 button is held down.
Manual long pass: While holding down the L1 button, push the right analog stick in the desired direction and then press the R3 button to execute the pass. The strength of the pass is determined by how long the R3 button is held down.

CENTERING

Center to the far side: Press the ○ button once. When there are two or more players waiting for a cross, the player further away will receive the cross.
Center to the near side: Press the ○ button twice. When there are two or more players waiting for the cross, the closest player will receive the cross.
Center along the ground: Press the ○ button three times.
High trajectory: Press the R2 button when centering the ball to increase the height of the cross.
Early cross: Hold down the L1 button and press the ✕ button to execute an early cross. You can make a cross anywhere on the field, not only in the opponent's half.

SHOOTING

Shoot: Press the □ button to shoot. The height of the shot depends on the length of time the button is held. While the gauge is displayed, press the left/right directional buttons to alter the direction of the ball.
Direct shot: Press the □ button with the ball in the appropriate place to execute heading shots/volley shots.
Lob shot: Hold down the L1 button and press the □ button to fire a shot over the goalkeeper's head.
Lob shot 2: Hit a low lob shot by pressing the □ button and then pressing the R1 button while the gauge is displayed.

FEINTS

Step over dummy 1: Press the right analog stick twice in the direction of movement.
Step over dummy 2: Press the L1 button twice.
Step over dummy 3: Press the R2 button twice.
Kick feint 1: Press the right analog stick twice perpendicular to the direction of movement.
Kick feint 2: Press the □ button, and while the gauge is being displayed, press the ✕ button to execute a kick feint. For best results, press the □ and ✕ buttons at nearly the same time.
Kick feint 3: Press the ○ button, and while the gauge is being displayed, press the ✕ button.
Kick feint 4: Go through the motions for a centering cross, and just before the ball is kicked, press the ✕ button.
Through feint: Just before the ball is trapped, press and hold the R1 button without pressing the directional buttons to step over the ball and allow it to continue to another player.

DEFENSE

PRESSURE

Applying pressure: Press the ⊗ button when an opponent is in possession of the ball to move closer to the ball or to extend a leg for a tackle. Use this together with the R1 button to dash towards the ball.
Pressure 2: Press the ▣ button when an opponent is in possession of the ball to have the teammate closest to the ball (not counting the player you are controlling) pressure the ball carrier.

Sliding tackle: Use the directional button when an opponent is in possession of the ball to move closer to the ball, and then press the ○ button to execute a sliding tackle.
Clearance: Press the ⊗ button when the ball is in your own team's possession to execute a long clearing pass forward.

GOALKEEPER

Movement
Moving the goalkeeper out of the goalmouth: Press the △ button when an opposing player has possession of the ball to make the goalkeeper sprint towards the ball.
Goalkeeper movement: Hold the △ button and press the L1 button until the cursor points to the goalkeeper. Then, press the directional button in the direction you want the goalkeeper to move. (Note: This only when the "GK Cursor" option is set to ON.)

Feeds
Drop-kick 1: ○ button (kicks the ball in the direction that the directional button is being held)
Drop-kick 2: ▣ button (kicks the ball in the direction that the directional button is being held)
Throwing: ⊗ button (throws the ball to the teammate in the direction that the directional button is being held)

COMMON CONTROLS ATTACK/DEFENSE

Dash: Press the R1 button while running.
Super Cancel: Press the R1 and R2 buttons while a player is chasing after the ball to force the player to stop.
When ball is in the air: When the ball is in the air, press the R2 button + the directional button to control the player.
Switching between players: Press the L1 button.
Activate/cancel strategies (when in Manual Mode):
L2 button + ○ button: Activate/cancel strategies set for the ○ button.
L2 button + ⊗ button: Activate/cancel strategies set for the ⊗ button.
L2 button + △ button: Activate/cancel strategies set for the △ button.
L2 button + ▣ button: Activate/cancel strategies set for the ▣ button.

GAME CONTROLS

Activate/cancel strategies (when in Semi-Auto Mode): Press the L2 button.

Attack/Defense level:
L2 button + R1 button: Move the Attack/Defense Level towards Attack.
L2 button + R2 button: Move the Attack/Defense Level towards Defense.

SET PIECE

CORNER KICKS

Corner kick: ◎ button (Hold the up directional button or the R1 button for a low trajectory and hold the R2 button for a high trajectory. Hold the down directional button for a cross along the ground. Hold the left or right directional button for a curling kick.)
Short corner kicks: Press the ⊗ button when taking a corner kick to execute a short pass to a nearby teammate.

FREE KICKS

Short pass: Press the ⊗ button when taking a free kick to execute a short pass in the direction that the directional button is being held.
Long pass: ◎ button (Hold up on the directional button or the R1 button for a low trajectory and hold the R2 button for a high trajectory. Hold down on the directional button to pass along the ground. Hold left or right on the directional button for a curling kick.)
Through ball: Press the △ button when taking a free kick to execute a through ball in the direction that the directional button is being held.

FREE KICK SHOTS

Shots: Press the □ button to shoot. The height of the shot is determined by the length of the gauge. While the gauge is being displayed, press the up directional button for a stronger shot or down for a weaker shot. Hold the R1 button and press the □ button for a slightly stronger kick, or hold the R2 button and press the □ button for a slightly weaker kick. You can also press the left or right directional button to curl the shot.

FREE KICK WALL

Free kick wall: When the opposing team is executing a free kick (just as the kicker is approaching the ball), press and hold the following buttons to control the players in the defensive wall.

Controls
□ button: Everyone jumps.
⊗ button: No one jumps.
◎ button (tap): One or two players break from the wall.
Those that remain in the wall jump.
◎ button (tap) + ⊗ button: One or two players break from the wall. Those that remain in the wall do not jump.
No buttons pressed: Some players jump and some do not jump.

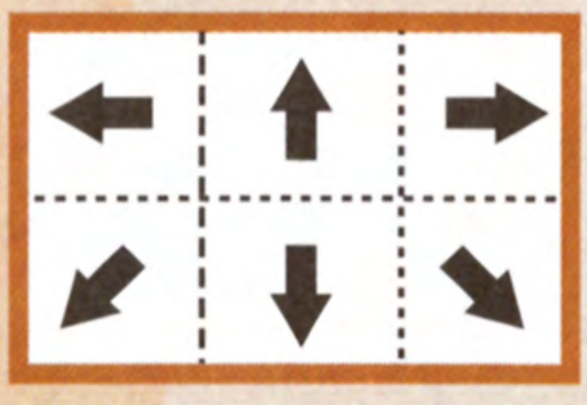
GAME CONTROLS

THROW-INS

Short throw-in: Press the ✕ button during a throw-in to throw the ball to a nearby teammate.
Long throw-in: Press the ○ button during a throw-in to execute a long throw in the direction the thrower is facing.
Lead throw-in: Press the △ button during a throw-in to throw the ball in front of a teammate.

PENALTIES/PENALTY MATCHES

A maximum of six directions each can be selected for the goalkeeper and the kicker.
Directional button directions: For a diagonal, press the left/down or right/down directional buttons.



Kicker: Press the □ button to kick the ball in the direction the directional button is being held.
Goalkeeper: Try to guess the location of the shot before it is kicked, and hold down the directional button in the appropriate direction.

REPLAYS

Play: ○ button
Play (while the button is held down): directional button ➡
Reverse play (while the button is held down): directional button ⬅
Fast play/Reverse play: right analog stick ➡ /right analog stick ⬅
Pause: △ button
Fast forward: ○ button + directional button ➡
Rewind: ○ button + directional button ⬅
Advance frame: △ button + directional button ➡
Rewind frame: △ button + directional button ⬅
Beginning of replay: △ button + L2 button
End of replay: △ button + R2 button
Change view: ✕ button
Save: □ button
Controls display ON/OFF: SELECT button
End replay: START button
Rotate camera: L1/R1 buttons
Switch players: L2/R2 buttons
Zoom in: directional button ⬆
Zoom out: directional button ⬇

STARTING A MATCH

PLAYER SETTINGS

When a mode is selected, a Setup Screen is displayed. Use the directional buttons to select options, the ✕ button to enter the selection and the △ button to cancel.

PLAYER SETTINGS

1. You play the game.

2. The game is played with computer (COM) support.

3. The actual game is played by the computer, but you set up and execute team formation and strategy. Player settings can be changed before the game starts.

Cooperative play is possible in League Mode, but it is not possible for players to compete against each other. The same applies for Cup matches played in 1-player mode. Settings are saved in the Option File. Player Settings for multi-player games in Cup Mode are only valid for the game in progress and cannot be saved.

Cursor Change Speed: Sets the speed at which the player cursor (which is displayed over players' heads during matches) switches between players.

Fixed - The cursor will be fixed on a specific player.

Manual - Cursor switching is controlled by the player.

Semi-Auto - There are 8 speed settings, ranging from I (slow) to IIIIIIII (fast). (The player can also switch the cursor manually in Semi-Auto mode.)

GK Cursor: Determines whether the player cursor displayed over players' heads during matches will switch to the goalkeeper.

ON: While on defense, pressing the △ button + cursor change will shift the cursor to the goalkeeper.

OFF: The player cursor cannot be shifted to the goalkeeper

Cursor Name Display: Sets the player cursor display to "Default", "Player 1", "Player Name", or "Load".

STARTING A MATCH

CONTROLS

1. Press the ◉ button to enable the Player Cursor Name Display setting.
2. Press the left or right directional button to select the display type.
3. Press the ◉ button again to exit the Player Cursor Name Display setting.

Default - Displays the player's number (1-8).
Player 1 - Displays the name entered under "Cursor Name" on the "Game Options" screen.
Player Name - Displays the player name used in the game.
Load - Loads a name stored on a separate memory card (8MB)(for PlayStation®2).

* Refer to "Cursor Name Entry" on page 32 for details on how to enter a name for the cursor.

Load Cursor Names: Loads cursor names from an options file. Select "Load" for the Cursor Name Display setting and press the ⊗ button to load names from a compatible memory card (8MB)(for PlayStation®2). This will load the options file from the memory card (8MB)(for PlayStation®2) in the MEMORY CARD slot of the same number as the controller currently in use. The cursor name data for controller 1 (1-A) only will be taken from the options file and applied to the controller currently in use.

TEAM SELECTION

Select the team that is to take part in the match. Use the ⊗ button to enter the selection, the △ button to go back and the □ button to select the teams randomly. In Cup Mode and League Mode, the ◎ button resets all teams.

STARTING A MATCH

ENVIRONMENT SETTINGS

DIFFICULTY

Select one of five difficulty levels, from Easy (*) to Hard (*****). The Masters League is equipped with separate Masters League difficulty level settings.

CONDITIONS

Set each team's condition.

MAX. NO. OF SUBSTITUTIONS

Set the number of players that can be brought on as substitutes during the game.

STADIUM EFFECTS

Set the effects that occur in the stadium during the game, such as the release of flares, etc.
* When playing in certain stadiums, or if the Japan national team is playing, flares will not be released regardless of the "Yes/No" setting.

STADIUM

Select the stadium in which the match is to be played.

COMMENTARY STANCE

Neutral: Commentary favors neither the home or away teams.
Player: Commentary favors the player team. During 2-player games, commentary reverts to "neutral".
Home: Commentary favors the home team.
Away: Commentary favors the away team.

Support stance
Home and
Away: Crowd supports the home team.
Neutral: Crowd supports no particular team.
Player: Crowd supports the player's team. During 2-player games crowd support reverts to "neutral".
Active: Crowd support changes depending on match conditions.
(Only available in Master League mode.)

MATCH MODE (EXHIBITION MATCH / QUICK START / PENALTIES)

This mode allows you to choose your favorite teams and play a single match. For a "PK Match", the kicking order must be set. For an "Exhibition Match", press the L1/R1 buttons to switch between the 56 national teams and the 64 club teams, and select a team. National teams can play against club teams. Alternatively, select the Master League icon below and to the right of the club teams to load your own Master League teams and pit them against each other. In the "Penalties", two teams are selected from among the 56 national teams and 64 club teams to participate in a penalty shootout.

MASTER LEAGUE DATA MATCHES

Play a match using Master League data that has been previously saved.

Team 1 vs. Team 2

Load Master League Data
VS
National Teams
MEMORY CARD
Select the edited team data to be used in Data 1.
The edited team data is saved within the option file.
Edited Player Data will not be loaded.
Use MEMORY CARD slot 1(1-A).
Current status
Load edited team data
Default
Confirm

Loading Team 1: Use MEMORY CARD slot 1 (1-A).
Load Edited Club Team Data *1
Load Master League Data

Loading Team 2: Use MEMORY CARD slot 2 (2-A).
Load Edited Club Team Data *1
Load Master League Data

Proceed to the Player Settings Screen.

Team 1 vs. Existing Team

MEMORY CARD slot 1 (1-A) is used to load Team 1.
Load Team Edit Data *1
Load Master League Data
Proceed to the Player Settings Screen

Existing Team vs. Team 2

MEMORY CARD slot 2 (2-A) is used to load Team 2.
Load Team Edit Data *1
Load Master League Data
Proceed to the Player Settings Screen

*1: Loaded data consists of flag, uniform, and team information, and is only valid for the current match. Please note that player data is NOT loaded.

MEMORY CARD SLOTS

When loading Master League Data, MEMORY CARD slot 1 (1-A) is used for Team 1 and MEMORY CARD slot 2 (2-A) is used for Team 2. The MEMORY CARD slots are not only used for loading Edited Club Team Data and Master League Data, but also when Formation Setup is accessed immediately before the game starts or from the Pause Menu while the game is in progress.

GAME MODES/League Mode

LEAGUE MODE

Select 16 nations to take part in a round robin tournament against the computer for a full season (30 games) or a half season (15 games). Extra time and penalty shootouts do not take place.

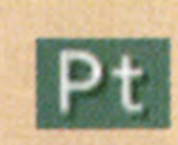
ABOUT FORMATIONS

In League and Master League Modes, team formations can be changed using the "Formation" option on the "Team Management" screen. These settings are saved in the League Data. Also, opening the Pause Menu during a match and choosing "Formation Settings" + "Stock Current Formation" will overwrite the formation data with the team's current positioning, allowing the team to start with that formation in future matches. The "Stock Current Formation" option on the pre-match Setup Menu works in the same way.

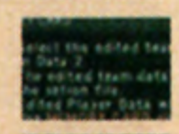
Information Screen

Rankings:	Displays team rankings, points, and goals for and against.
Consecutive wins:	Displays each team's wins and losses and its longest winning streak.
Rankings History:	Displays a graph showing the changes in each team's ranking.
Team Info:	Displays points, winning percentage, and player goals and injuries for each team.
Goal/Assist Rankings:	Displays a list of the 16 highest-scoring players overall.
Schedule:	Displays the opponent schedule for next season and beyond as well as scores from past matches.
Tournament:	Displays the progress of tournaments.
Rankings/Matches:	When playing in Group League format, displays the status of each group.

Icons Used in League Mode, Cup Mode and Master League Mode



Win points


Number of wins

Number of losses

Number of draws

Total goals for

Total goals against

Goal difference

Number of yellow cards

Number of red cards

Win

Loss

Draw

Press the up/down directional buttons to navigate

Press the left/right directional buttons to scroll

Next/previous page

OK

Go back, previous screen

Help

ENVIRONMENT SETTINGS

These settings control various environmental factors in the game.

Accumulated Fatigue: Allows you to choose whether players carry over built-up fatigue from one match to the next or recover between matches.
Strip Selection: Allows you to choose each team's strip type before the match.
Change Environment Settings: Determines whether environmental settings can be changed after the match starts.
Cheat Prevention Save: Determines whether a penalty is applied for resetting in the middle of a match.
Auto-Save: Determines whether results will be saved automatically at the end of the match. (This is not the same Auto-Save as the one for the options file.)

INTERNATIONAL CUP, EUROPEAN CUP, AFRICA CUP, AMERICA CUP, ASIA-OCEANIA CUP, KONAMI CUP

INTERNATIONAL CUP

In the International Cup tournament, 32 countries are split into 8 groups of 4 teams each and take part in a round robin qualifying tournament. The top 16 teams qualify to take part in the main tournament.

EUROPEAN CUP

In the European Cup, 16 teams are split into 4 groups of 4 teams each to take part in a round robin qualifying tournament. The top 8 teams qualify to take part in the main tournament.

AFRICAN CUP/AMERICAN CUP/ASIA-OCEANIAN CUP

Teams are selected from each region for the African Cup, American Cup, and Asia-Oceanian, and these teams take part in a tournament.

KONAMI CUP

The tournament format can be set to Group, Tournament, or Round Robin. You can also select the number of participating teams.

CUP TOURNAMENTS

International Cup (knockout tournament)
European Cup (knockout tournament)
African Cup
American Cup
Asia-Oceanian Cup
KONAMI Cup (Knockout tournament)

GROUP LEAGUE TOURNAMENTS

International Cup (qualifying group league)
European Cup (qualifying group league)
KONAMI Cup (qualifying group league)

The two top teams in each group proceed to the final knockout tournament.

ROUND ROBIN TOURNAMENTS

KONAMI Cup (round robin tournament)

HOME AND AWAY FORMAT

In tournaments with a home and away format, each round includes two games – one home and one away game. When both games result in a draw, the total number of points for the away games are doubled (away game doubling format). If this fails to produce a winner, extra time and then penalty shootouts are played to decide the winner. The home and away format can be set at ON/OFF for the African Cup, the American Cup, the Asia-Oceanian Cup and the KONAMI Cup.

MASTER LEAGUE MODE

In Master League Mode, the object is to create and run your own team with players of your choosing and build it into a powerhouse. There are four leagues - Northern, Southern, Eastern, and Western - and each league is divided into Division 1 (14 teams) and Division 2 (8 teams). Your team competes against computer teams (called COM teams) in a league format. Depending the overall record, teams may be promoted or relegated between Division 1 and Division 2, and those with good records are invited to participate in major tournaments. In addition, teams accumulate points by winning matches, and these points can be used to acquire new players and pay player salaries.

TEAMS

No matter which team is selected, its beginning roster will be the same. By negotiating to acquire new players and releasing old players, you can build your own team. The team roster must consist of no fewer than 16 players and no more than 40 players. You can only negotiate with a maximum of 5 players at a time.

GAME OVER

The game ends if the team's roster falls below 16 players, the team's point total drops below -9,999, or the team has a negative point total at the end of the season.

VIEW INFORMATION

Results and schedules for Master League and Cup matches can be found under their respective tournaments.

TEAM MANAGEMENT

Choose this option to control team management functions.

Formation: This sets the basic formation of the team. Any changes made here will affect the match in progress.
Negotiations: Negotiate with players and other teams in order to acquire new players, renew expired contracts or cancel existing contracts.
Transfer Program Information: Shows transfers made by all teams. This screen can be accessed when a transfer is carried out.
Upcoming Transfers: Provides information on transfers scheduled for the next season.
Team History Log: Displays a record of the team's history.
Up to 15 past seasons can be viewed.
Team Training: Carry out free training with the player team.
Modify Player Number: Change the player numbers.
Edit Team: Edit team data, including the flag and name of the club team.
Training Promising Players: If there are young players who can be developed, select this option to train them.
Calendar: View the current season's schedule for your team.

MASTER LEAGUE NEGOTIATION SETTINGS

Retired Player Acquisition: Determines whether COM teams will acquire players who are currently retired.
Transfer Frequency: Determines how often COM teams will initiate transfers.
Level of Acquired Players: Determines the ability levels of players acquired by COM teams.
Acquisition Difficulty: Determines how willing COM teams are to negotiate.

GAME MODES/Master League Mode

NEGOTIATIONS PROCESS

In order to acquire a new player, you must negotiate with that player and the player's current team. In addition, players on your own team whose contracts are about to expire must have their contracts renewed. You are not the only one who can initiate negotiations; COM teams can do this as well.

FLOW OF NEGOTIATIONS

Applying for Negotiations

1. **Apply for negotiations:** Choose the player you want to acquire or whose contract you want to renew and select the type of negotiations to apply for. After confirming the application, use "Set Negotiation Parameters <IN>" to adjust the conditions you would like to offer. Players whose names are dark cannot be negotiated with.
2. **Set Negotiation Parameters:** Adjust the point distribution and then submit it to the player and the team. The conditions set here can be changed at any time before the end of the current round.
3. **Player Response:** The conditions will be confirmed at the beginning of the following week, and you will receive a response to your offer.
4. **Transfer:** If negotiations are completed during the first half of the season or during the off-season, the transfer will take effect immediately. If negotiations are completed during the second half of the season, the transfer will always take effect after the season ends.

When an application for negotiations is received

1. **Check the conditions of the transfer:** When an application for negotiations is received from a COM team, the player and the team concerned will appear in the <OUT> field. Check the number of points that are being offered for the player.
2. **Reply:** Decide whether or not to proceed with the negotiations.

When an application for contract renewal negotiations is received

At the beginning of the off-season (week 36), you will enter into contract renewal negotiations with players whose contracts have expired. If no action is taken, all contracts will automatically be renewed. If "Cancel Negotiations" is selected, the player will leave the team. Unless a sufficient number of bonus points are offered at contract renewal time, the player may decline to renew his contract.

TYPES OF NEGOTIATION

Negotiation Type	Description	Adjustable Details
Transfer	Used to acquire a player who has a half year or more left on his contract with his current team.	Transfer points, bonus points, length of contract
Free transfer	Used to acquire a player who has less that half a year left on his contract with his current team.	Bonus points, length of contract
Trade	Used to exchange one player for another. If the players are not of equal value, transfer points must be added to the trade.	Player to be traded, bonus points, length of contract, (transfer points)
Loan	Used to acquire a player for a limited period of time.	
Renewal	Used when the contract of a player on one's own team has expired or is about to expire.	
Contract	Used when acquiring trainable players.	

SYMBOLS USED IN PLAYER LIST

When applying for negotiations, the following symbols may be placed before players' names.

- COM team player in transfer negotiations
- Player from own team in transfer negotiations
- COM team player in loan transfer negotiations.
  The names of players currently on lease transfer are darkened.
- Player from own team in loan transfer negotiations. Players currently on lease transfer cannot be negotiated with or released.
- COM team player in free transfer or contract renewal negotiations.
  Even if another team has applied for free transfer negotiations with a player, the player's current team can still apply for contract renewal negotiations.
- Player from one's own team in free transfer negotiations.
- Player in trade negotiations.
- Player in contract renewal negotiations.
- Player from one's own team chosen to be released

*Players whose names are darkened cannot be negotiated with.

ACQUIRING CREATED PLAYERS

Created players can be acquired for use in the Masters League. It is possible to add created players to the team selection column on the player selection screen in Negotiations. Created player data added to a team will be stocked as saved Masters League Data. This prevents the acquired player from being affected by any future editing. It is possible to make changes to such players by creating a new player incorporating the changes and acquiring them. A maximum of 40 edited players can be stocked in saved Masters League Data.

EDITING CLUB TEAMS

It is possible to edit Club Team names, strips, flags and other details. See p. 30 for further details.

MODIFY PLAYER NUMBERS

Player numbers can be freely modified. See p. 30 for further details.

TRAINING

It is possible to carry out free training for the player team. In the Masters League, the weather for a season will not change no matter how many times training is carried out. See p. 26 for further details on Free Training.

TRAINING PROMISING PLAYERS

Once a promising player has been acquired, It is possible to train that player. Points earned from winning matches can be allocated to increase the various ability levels of the player and improve his performance.

TRAINING TIME LIMIT

After a fixed amount of time has elapsed, further training will no longer be possible. Be sure to pay attention to the time limit.

ADVICE ON AVOIDING GAME OVER

Applying for negotiations without a firm plan in mind may result in the number of points being paid out exceeding the number of points possessed. Keep a close eye on the number of points you have left.

See the section on Continuing A Game (p. 34) for details on continuing games using data saved to a memory card (8MB)(for PlayStation®2).

OVERALL FLOW FOR MASTER LEAGUE

FIXTURE/TOURNAMENT

D2 League		
Fixture 1	Fixture 7	Fixture 13
Fixture 2	Fixture 8	Fixture 14
Fixture 3	Fixture 9	
Fixture 4	Fixture 10	Top 2 teams
Fixture 5	Fixture 11	progress to playoffs
Fixture 6	Fixture 12	Playoffs Off-season
		(1 to 8 weeks)

D1 League		
Fixture 1	Fixture 11	Fixture 21
Fixture 2	Fixture 12	Fixture 22
Fixture 3	Fixture 13	Fixture 23
Fixture 4	Fixture 14	Fixture 24
Fixture 5	Fixture 15	Fixture 25
Fixture 6	Fixture 16	Fixture 26
Fixture 7	Fixture 17	
Fixture 8	Fixture 18	Bottom 2 teams
Fixture 9	Fixture 19	go to relegation
Fixture 10	Fixture 20	playoffs

D2 Cup
First Round (1)
First Round (2)
Semifinal (1)
Semifinal (2)
Final
Winning team participates in Masters' Cup

D1 Cup	
First Round (1)	
First Round (2)	
Second Round (1)	
Second Round (2)	
Semifinal (1)	
Semifinal (2)	
Final	Winning team participates in Masters' Cup

Masters' Cup
MC First Round (1)
MC First Round (2)
Quarterfinal (1)
Quarterfinal (1)
Semifinal (1)
Semifinal (2)
Final

Championships	
Prelim GL Round 1	Main GL Round 4
Prelim GL Round 2	Main GL Round 5
Prelim GL Round 3	Main GL Round 6
Prelim GL Round 4	Quarterfinal (1)
Prelim GL Round 5	Quarterfinal (1)
Prelim GL Round 6	Semifinal (1)
Main GL Round 1	Semifinal (2)
Main GL Round 2	Final
Main GL Round 3	

Prerequisite for moving up to Division 1:
Finish in top 2 in relegation/promotion playoffs

Prerequisites for qualifying for the championships:
To qualify for preliminary group league…finish in 3rd to 6th place in Division 1
To qualify for main group league…finish in top 2 in Division 1
To qualify for main group league…finish in top 2 in preliminary group league
To qualify for championship tournament…finish in top 2 in main group league

FREE TRAINING / CHALLENGE TRAINING / BEGINNER LESSON / CONTROLS

FREE TRAINING

Practice a wide range of techniques, including shots on goal, free kicks and set plays. Player teams can also be divided into practice squads for free training.

GENERAL SETTINGS

Fouls
Set whether fouls will be called or not.

Offside
Set whether offside calls will be made or not.

G./C. Kick/ Throw in
Set the side on which the game restarts on a goal kick, corner kick, or throw-in after the ball goes out of play.

Play Again Button
Assigns the Play Again Retry function to the SELECT button.

If you are already in the Free Training, press pause and select the “General Settings”. You will be able to assign the Play Again Retry to the SELECT Button. This way, whenever you press SELECT, you can retry with the same conditions.

Squad Games
To play an intra-team practice game, enter the Formation Settings screen from the Pause Menu. Press the START button to switch control to the away team side. Move the cursor to the players who will be participating in the match and press the ⊗ button to confirm. To remove the player from the team, press the ⊗ button once again. Once settings are complete and you end pause, the selected players will enter the pitch and begin practicing.

GAME MODES/Training League Mode

CHALLENGE TRAINING

This mode allows you to have fun while learning the controls used in the game. Each event is divided into levels. Beating the target score for a level will allow you to proceed to the next level. Achieving a high score will qualify you for the rankings. Clear progress and rankings data can be saved to a memory card (8MB)(for PlayStation®2).
By loading this data (Challenge Data), you can compete to break your previous records. (Turning the Auto-Save setting on the Options screen to ON will cause data to be saved whenever a new record is set.)

ORIGINAL DRIBBLE CHALLENGE

This mode can be unlocked by exchanging points accumulated during the game at the WE Shop. It allows dribbling courses to be edited and used for practice.

BEGINNER LESSON

Get hints on basic game techniques and practice using them.

CONTROLS

Provides explanations of the game's basic controls. Press the buttons as indicated to learn the controls.

SAVING IN TRAINING MODE

Environment settings for Free Training and Challenge Training are saved in the "Winning Eleven 7" options file.

EDIT PLAYERS

In this mode, players can be created, edited and registered.

CREATE PLAYER

Creating a player from scratch.

Create a player to edit

1. Select Create Player to display the creation screen.
2. The player first displayed does not have an assigned name or nationality. Specify the required details for each field to create the player. Select "Base Copy" at the beginning of the process to create a player based on an existing player.

Player Name
Enter the name of the player. Players who have not been named cannot be stocked.

Select Player Commentary Name
Select the name that the player is to be called by the commentator during matches. When "Player Number" is selected, commentary is carried out based on the player's shirt number.

Strip Name
Enter the name to be used on the back of the player's jersey.

Position Settings
Set the player's suitability for each position. If the player is suitable for multiple positions, the position listed under "Registered Position" will be displayed during matches. If the player participates in a match at a position for which he is not suited, the player's abilities will suffer greatly.

Basic Settings
Enter basic information about the player. The player's nationality will initially be selected randomly at first.

Appearance
Set the player's appearance. Press the ■ button to switch to the Montage Creation screen.

Ability
Set the player's abilities.

Special Ability
There is no limit to the number of special abilities a player can have.

3. After all the parameters have been set, the player is "stocked".
   Stock the created player in any of the empty Non-Registered Player locations between 1 and 8 in the edit column. Players who have been stocked can be registered in a team using the Player Registration function on the main menu, making them eligible to play in actual games.

MODIFY

Modify player names, physical appearance, ability and other parameters. Created players whose nationality is set to “Free”
will assume the nationality of the national team to which they are registered, so their nationality cannot be changed.

DELETING

Delete created players. Players who have been registered in teams cannot be deleted. To delete registered players, use the Player Registration function to return them to the Created Player Frame.

REGISTER PLAYERS

Select players for the national teams.

Registering Players With Teams

1. Use the Player Registration screen to register stocked players with teams.
2. Align the cursor with a stocked edited player, and press the ⊗ button.
3. Select the team of the player whom the stocked player is to replace.
   Press the ⊗ button to complete the registration process and enable the stocked player to play in actual games.

Player Name Colors

Player names are color-coded according to their selection status (the same colors are used when selecting Classic players)

White, Blue: Player can be selected.
Grey: Player cannot currently be selected.

* Created players with nationality set to “Free” can be registered with any team, but cannot be registered in more than one team.
* The names of players who do not meet the selection conditions will be dark.

NUMBER

Set player numbers. If a number that is already being used in the team is assigned to a second player, the two players concerned will exchange numbers.

EDIT CLUB TEAMS

Edit the name, strip, flag and other parameters for teams used in the Master League. Any changes here will be effective in all modes.

TEAM NAMES

Team names can be written in English or in three-letter codes.

FLAGS

Edit the flag used by a team or create a new flag. Flags can be freely designed by placing up to 8 foreground elements on a background. The type, position, size, color, transparency, and priority of each element can be edited, and each can be rotated and reversed up/down/left/right. After selecting "OK" on the Layer List Menu, choose a location to store the new flag. After all of the foreground elements and the background have been generated, the flag will be stored in the selected location. The stored flag can not only be selected as the flag of a club team, but can also be used as the background when designing a new flag. In addition to stock locations 1 through 64, flags in progress can also be stored in the layer list. This feature can be used to hold an early version of a flag in progress; later, if the flag does not turn out the way you want it, you can recall the earlier version and redo it. Flags in progress are temporary objects, so exiting Edit Mode (or Team Edit Mode in the case of Master League) will cause them to be lost.

Screen Layout

Element controls
Y: Vertical position
X: Horizontal position
W: Width
H: Height
R: Rotation

Colors

Foreground elements

Layers: Layers are ranked in order of priority. (Priority "1" is displayed on top.)

Link: ☒ - linked
☐ - not linked

Linking elements allows several elements to be moved simultaneously using the Link Move feature on the Elements Menu.

GAME MODES/Edit Mode

UNIFORM

Edit the team uniform. To return strips to their original state, select "Default Uniform" on the Select Uniform to Use screen. Goalkeeper strips/default uniform cannot be edited.

TEAM COLORS

Change the team's image color. This affects the color of the seats in the stands.

STADIUMS

Change the home stadium.

SAVE DATA MANAGEMENT

EDITED DATA MANAGER

Load player names, parameters and other data from a friend's Player Data/Edited Club Team Data and copy it into your own Option File.

OPTION FILE

Edited data is saved in the Option File. It is also possible to load Edited Data that has been saved in the Option File.

COPYING DATA

Items that can be copied:

- **Player data**
  Player names, appearance settings and other parameters.
- **Edited Club Team Data**
  Flags, strips, and team information.

Note: Edited players cannot be copied.

SAVING DATA

Copied data will be lost when the power is turned OFF. It is therefore necessary to save copied data in the Option File. By saving in the Option File, it is possible to restart a game from the place where the data was last saved, even if the system was reset.

GAME OPTIONS

WE DATA CONTROL

Choose this option to save and load Option Files and adjust the Auto-Save settings. Data from previous titles in the "Winning Eleven" series can also be imported here.

OPTION FILE

Auto-Save
Turn the Option File Auto Save function ON/OFF. This setting will be invalid if the Option File is not loaded/saved when the system is started up.

Load Option File
Load the Option File from the memory card (8MB)(for PlayStation®2) to change game settings. All settings will change to the loaded settings.

Save Option File
Save the current settings in the Option File on the memory card (8MB)(for PlayStation®2).

WE Data Load
Load edited player names from a "Winning Eleven 7".Option File.

Copy Saved Data
Copy game data saved to the memory card (8MB)(for PlayStation®2).

Delete Saved Data
Delete game data saved on the memory card (8MB)(for PlayStation®2).

BUTTON CONFIGURATION
Change the controls for shooting, passing, and other moves.

ENTER CURSOR NAME
Edit the text displayed in the player cursor used in the game. Edited text can be saved in the Option File.

SOUND SETTINGS
Edit the sound environment used during matches.

GALLERY
Select this option to view the cup gallery, replays, or the credits.

Cup Gallery
View any cups acquired so far.

Replay Playback
Play back saved replay data.

Credits
See who made "Winning Eleven 7."

GAME OPTIONS

WE SHOP

Exchange WEN (points acquired during the game), for the following bonuses.

How to Gain WEN

- Play a match in Match Mode (excluding Penalty matches)
- Perform well in Master League Mode, League Mode, or Cup Mode
- Clear a level in Challenge Training

(Does not apply to Original Dribble Challenge. Awarded the first time a level is cleared in a certain event in normal Challenge mode.)

WE-RELATED OPTIONS

Display when WEN are Earned

Turns the display that appears when WEN are acquired on or off.

WE Auto-Save

If Option File Auto-Save is set to ON, determines whether data will be saved when WEN are acquired or used.

Edit Appearance:	Hairstyle Adds a hair element that can be selected on the Edit screen.
Edit Appearance:	Classic Shorts Adds shorts that can be selected on the Edit screen.
Exhibition Stadium	Adds a new stadium and practice field that can be selected in Exhibition Mode.
Training Ground	Adds a new stadium that can be selected in Free Training Mode.
Replay Ball Effect	Allows special effects to be added to the ball's trail during replays.
Double-Speed Matches	Allows matches to be played at twice the speed.
Fan appreciation	Allows music to be played back.
Teams	Adds a new selectable team.
Players	Adds a new player that can be acquired in Master League Mode.
Choose Club / Trade Free Agent	Allows a player's club team affiliation to be changed.
Edit Team Strategy	Allows a team's default strategy to be edited.
Original Dribble Challenge	Allows dribble courses in Challenge Training to be edited and used for practice.

SCREEN

Adjust the image position on your television.

CONTINUING A GAME

LOAD DATA

Insert the memory card (8MB)(for PlayStation®2) that contains saved game data into MEMORY CARD slot 1. After choosing the game mode, select Load Data and you will be taken to the memory card (8MB)(for PlayStation®2) screen. Choose the data you wish to use and start the game.

LOAD GENERAL SETTINGS

Load only general settings for Cup Mode. Loads data such as tournament match-ups. Variables such as the number of participating teams and players can be changed at any time.

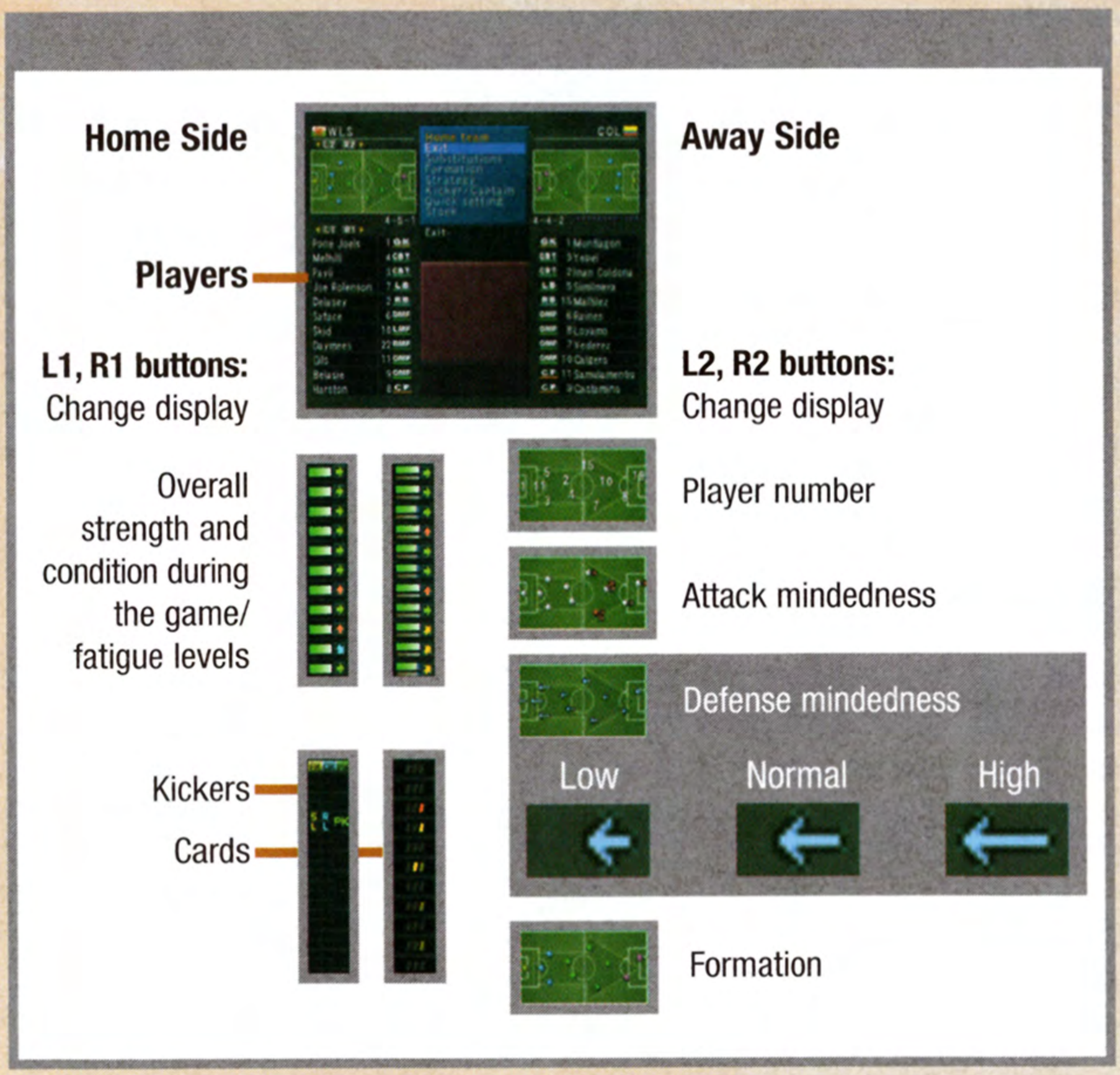
MATCH SETUP

It is possible to change a wide range of parameters before matches start. Select the item to alter with up/down on the directional button. Alter the settings with right/left on the directional button, and then enter the new settings with the ⊗ button. Use the △ button to cancel the selection. The formations and strategies that are normally used are used as the starting settings. Edited formation/strategy data that has been stocked using the Stock option from Formation Setup will be automatically loaded when the Formation Screen is accessed.

FORMATION SETUP

Formation and Strategy Settings

The team formation can be altered even while a match is in progress by pressing the START button to display the Pause Screen.



If you have accumulated fatigue switched on in the Master League Mode, League Mode or Cup Mode settings, the fatigue level indicator will also be displayed.

MATCH SETUP

SUBSTITUTIONS

Select the player to be replaced and the substitute player with the ⊗ button. The substitution will take place the next time the ball is out of play. The players who have received a red card or accumulated too many yellow cards are not eligible to play, and their names will be darkened. Use the L2/R2 buttons to switch the parameters. Use the ◉ button to switch the Co-operation Screen display ON/OFF.

CO-OPERATION DISPLAYS

Co-operation level (%)

Co-operation Lines

FORMATION

Positions

CF (Center Forward): Takes shots in front of the goal.
WF (Wing Forward): Creates scoring opportunities by dashing up the sides.
OMF (Offensive Mid-Fielder): Initiates attacking motions from the upper mid-field.
SMF (Side Mid-Fielder): Initiates attacking motions from the sides.
CMF (Center Mid-Fielder): Provides well-balanced support in attack and in defense.
DMF (Defensive Mid-Fielder): Defends in the lower mid-field. Can also initiate attacking motions.
SB (Side Back): Defends against attacks down the sides of the pitch. Can also move forward to participate in attacking plays.
CBT (Center Back Stopper): Stops attacks made by the opposing team in front of the goal.
CBW (Center Back Sweeper): Plays a clean-up role behind the back line.
GK (Goalkeeper): Guards the goal.

Automatic Sort

Automatically sort the players in the order of their positions in the formation.

MATCH SETUP

INDIVIDUAL

Attack

To change the attack mindedness of a player, move the cursor to the player you wish to change, press the ⊗ button to select, and use the directional button to change the setting. Press the ⊗ button again to confirm. You can change this setting for a maximum of two areas of attack.

Defense Mindedness

Move the cursor to the player you wish to change, press the ⊗ button and adjust the player's level of defense mindedness.

Mark Settings

Change each player's mark settings. Move the cursor to the player you wish to change, and press the ⊗ button select the player. If you have the Defense System set to Line Defense, the mark settings option is disabled.

Covering: Defends an area of the pitch rather than a particular player.
Zone Mark: Stays with an opposing player who enters his zone, and stops when they move away.
Man Mark: Marks a particular opposing player.

TEAM

Attack/Defense Level

This is displayed under each player's nameplate during a match. There are five levels of settings. The option enables you to raise or lower the whole team's attack mindedness and defense mindedness. You can select from between four types: Manual (L2 button + R1 button OR R2 button), auto-defense, normal, and auto-attack.

About the attack/defense level

If the level is raised when attacking, the defense will push up and attacks will become more effective. On the other hand, if you lower the level your team will be less vulnerable to the counter-attack.

If the level is raised when you are defending, defenders will play aggressively to win the ball and the opposition's passing options will be reduced. If the level is lowered, the defense will drop back in numbers to defend. With this function you can move your defensive line forward and back.

If you adjust the level to the maximum, either attack or defense,
all players on the team will move to defend or attack accordingly, regardless of their individual attack/defense mindedness settings.
A defensively-minded player can be made to move forward to attack.

(See p. 42 for explanations about the Adjusting Offense/Defense Level option on the Match/Game Screen.)

MATCH SETUP

Defense System
Choose your defensive strategy.

Normal - If a defensive player does not have individual mark settings, the player will mark an opposition player that enters his own zone.
Sweeper - A system where one player is kept as a "spare" while other players mark the opposition players. The sweeper must be selected. In this system, when a player is designated as the sweeper, you will be unable to change his mark settings.
Line Defense - The back defensive line moves as a unit to preserve its formation. When this option is selected, you cannot change the mark settings.

Team Strategy
Select team strategies. These settings may also have an effect on other strategy settings.

Back line - Moving the back line forward causes the defense to play further forward.
Zone press - This setting causes multiple defenders to approach the opponent ball carrier.
Offside trap - The defensive line will move forward and play the offside trap.
Counter attack - No matter where the ball is, one player will play well forward in an attacking position.

A: The strategy will be actively pursued, but the players will tire quickly.

B: The strategy will be pursued at a normal level.

C: The strategy will not be pursued very actively, but the players will tire slowly.

List settings
Change Team Strategy, Defense System, and Attack/Defense Level settings in list format.

STRATEGY

A maximum of four strategies can be set. There are two Strategy Modes: Semi-Auto and Manual. In Semi-Auto Mode, one of the four strategies is executed by the player, and the other three are executed automatically. The strategies are executed by pressing the L2 button. In Manual Mode, the player executes all four strategies. A strategy is assigned to each of the ○, ×, △, and □ buttons, and these strategies are executed individually during matches by pressing the relevant button together with the L2 button. The names of the strategies are not displayed during matches, so you will have to remember which strategy is assigned to which button. All four strategies can be executed at the same time.

STRATEGY SETTINGS

No Strategy
Normal: Strategy balanced between attack and defense.
Center Attack: Players move forward to the center of the pitch and attack aggressively through the center.
Right Side Attack: Players move towards the right-hand side of the pitch and aggressively try to outflank their opponents in the right field.

MATCH SETUP

Left Side Attack: Players move towards the left hand side of the pitch and aggressively try to outflank their opponents in the left field.
Opposite Side Attack: Positions players on the opposite side of the pitch to where the action is taking place to facilitate changes.
Change Sides: Left and right sides of the formation switch places to confuse the opposing team.
Center Back Overlap: The center back takes part in the attack on goal.
Zone Press: Players move towards the ball.
Counter Attack: Attacking players remain near the opponent's defense line.
Offside Trap: Moves the defense line up-field.
Formation A/B: The team formation can be changed to a preset formation.
*When both Formations A and B are selected, Formation A will be used.

Formation A/B
When the Formation A/B has been selected, you can adjust the settings here.

Copy to "A" / "B"
Copy the current settings to the Formation A/B settings.

KICKER/CAPTAIN
Select a kicker
Selects players to take free kicks (short/long), corner kicks (from left/right) and penalty kicks.

Free kicks
S: Short
L: Long

Corner kicks
R: Right Corner
L: Left Corner

PK: Penalty kick

Choose a Captain
Select the team captain.

QUICK SETTING
Select this option to quickly and easily choose a formation. Open "Formation Settings" from the Setup screen or the Pause menu and choose "Quick Settings." Selecting an option from this screen will automatically set the formation to one of the following types.

Balanced
The team's normal setting. A well-balanced formation overall.

Defensive
The team will focus primarily on defense. Effective when the important thing is to not concede goals.

Attack
The team will sacrifice defense in favor of attack. Useful when the team is behind and needs to score at all costs.

MATCH SETUP

Counterattack
The team will focus on scoring off defense using counterattacks. Effective when the team is up against a tough opponent.

Side Attack
The team will attempt to attack from the sides. Effective when there are strong players on the wings.

Center Drive
The team will attempt to attack by driving through the center. Effective when the opponent's center is vulnerable.

Forward Pressure
The team will apply pressure aggressively at the front and try to steal the ball from the opposing defenders. This tactic can be used to score on a counterattack after stealing the ball.

STOCK

Data currently being used

– Saved data

– Default data

You can save up to ten sets of formation and strategy settings data for each of the home and away teams. By selecting Stock from the menu with the ⊗ button you can update and change each set of data. Copy the formation data selected with the ⊗ button by pressing the ⊗ button again in a different location. By indicating data to be copied as "Current settings" and the copy location as "Copy location" you can record the "Current settings". On the other hand, by assigning the copy target as "Current settings", you change the current setting to the recorded settings. (In other words, you can load the recorded settings. You can select any of the ten data slots to copy formation data.) By setting the data to be copied as the "Default data" and the copy target as "Current settings", you can restore all settings to their default values.

If you have your own team data saved, the most recent data will automatically be loaded and reflected in the Formation Settings when you enter the Formation Settings screen during set-up (Auto load). This does not apply however, when you play League Mode, Master League Mode, or Training Mode.

MATCH SETUP

Stock Current Formation (League Mode and Master League Mode)

Your international league and master league team data is stocked in Formation Data Manager. In contrast to Formation Copy of the Formation Settings, the contents are made up of League Data or Master League Data. If you save the data to a memory card (8MB)(for PlayStation®2), when continuing with saved league data, the stocked formation will automatically load.

Formation Data Manager

Save and load the ten sets of formation data at the formation settings screen.
Quit - Exit the formation data utility.
Save - Save up to ten sets of home team and away team formation data stocked in Formation Settings on a memory card (8MB)(for PlayStation®2).

Load - Load formation data from a memory card (8MB)(for PlayStation®2) into ten stock positions each on the home and away side.
Copy - Copy one of 10 stocked sets of formation data form the home (away) side to the away (home) side.
Clear - Delete 10 sets of stocked formation from the home (or away) side.
Change - Switch the 10 sets of stocked data between the home and away side.

Precautions When Using MEMORY CARD Slots

When saving or loading, the MEMORY CARD slot used may change according to the circumstances. Please read the instructions on the screen, and be sure that are using the correct MEMORY CARD slot.
MEMORY CARD slot 2 (2-A) is used in the following cases:

* When playing two-player Match Mode, the away side player formation data is loaded and saved from MEMORY CARD slot 2.
* When playing a two-player Master League game, the formation data for Team 2 is loaded and saved from MEMORY CARD slot 2.

DURING THE MATCH

GAME SCREEN

Display settings can be altered by selecting "Change Display" from the Pause Menu.

Adjusting Attack/Defense Level

L2 button + R1 button: Moves the level towards attack.
L2 button + R 2 button: Moves the level towards defense.

Players who have received yellow cards

The number over the cursor will be displayed in yellow for players who have received a yellow card.

Shooting gauge

A mark behind the shooting gauge will indicate the optimum level for the gauge when taking corner kicks and free kicks.

Play on

When a team is fouled, but in the referee's judgment the team is in a better position if the game is not stopped for a free kick, play will be allowed to continue.

Penalty Kick Matches

1. Kicker
2. Position, Player, number, Player name, Height, Age
3. Goalkeeper
4. Score
5. Team flag

DURING THE MATCH

PAUSE MENU (DURING MATCHES)

RESUME MATCH
Cancel Pause Mode and return to the game.

FORMATION SETTINGS
Access Formation Setup (see p. 36) and the Formation Data Manager (see p. 41). In League Mode, change the Stock Current Formation settings (see p. 41).

SELECT A KICKER (THROWER)
Select the player to kick or throw the ball.

PLAYER SETTINGS
Set the speed the player cursor switches between players.

CAMERA TYPE
Select the Camera Pan Angle/Camera type for the camera in front of the goal.

SCREEN SETTINGS
Change display settings for the radar screen, nameplate, time, score and Strategy Screen.

SOUNDS SETTINGS
Select the volume of the sound effects, music, and commentary.

BUTTON CONFIGURATION
Change the button configuration or select the controls of passing.

REPLAY
Review the previous play.

TO MODE SELECT MENU
Quit the match and return to the mode select.

PAUSE MENU (IN TRAINING MODE)

Menu items are basically the same as above.

FORMATION SETTINGS

Press the START button on the Formation Screen to control the reserve players. Up to 11 players on the reserve team can take part in the training. Select “Substitutions” for the reserve team, select the players who are to participate or to be removed from training and press the ⊗ button to confirm the selections. Formation and strategy settings can also be altered. To exchange players with the starting member team, select “Substitutions” from the starting member team, and then move the cursor down. Reserve team players will be displayed at the bottom of the list. Follow the normal procedure for player substitutions to exchange players with the starting member team.

DURING THE MATCH

TRAINING MENU
Choose from attack training, shooting practice, free kicks, and set plays.

TRAINING ENVIRONMENT SETTINGS
Change environmental settings other than day/night, season or weather.

REST
Recovers energy expended during training.

TO MODE SELECT MENU
Quit training and return to the Mode Select Screen.

GAME RESULTS

After a game has been completed, check the game data and individual evaluations.

GOAL DETAILS
If a goal has been scored in the game, pushing ▣ button will display a breakdown of goal data. As well as goals and assists, shot distance, shot position, and other shot data can be viewed.

Dribble
Corner Kick
Free Kick
Penalty Kick (PK)
Cross on the ground
High Ball
Cross
Other

MATCH DETAILS
The number of shot attempts and fouls can be checked. Also, player movements within the game can be followed and the compact line can be analyzed.

POSSESSION
Possession can be checked for each time period.

COMPACT FORMATION
Check the distance between the forwards and the defensive players (excluding the goalkeeper). If this distance is short when you are defending, you are effectively reducing the opponent's opportunity to attack. On the other hand, when attacking it is best for this distance to be long.

INDIVIDUAL GAME RECORDS

A list of all the players who participated in the game is displayed. Select a player to view a data screen that shows the actions of that player during the game.

DURING THE MATCH

RATING

Assigns a rating out of ten to players who appeared in the game for more than a set period of time.

AREA OF PLAY

Shows where the player was active on the field.

AREA PLAYED TO

Shows where on the field the player had possession of the ball.

AREA OF POSSESSION

Shows where on the field the player had contact with the ball.

SAVING DATA

Saving data to the memory card (8MB)(for PlayStation®2). Game settings and progress in each Game Mode can be saved to a memory card (8MB)(for PlayStation®2). To save data to a memory card (8MB)(for PlayStation®2), the following available space is required.

memory card (8MB)(for PlayStation®2) Space Requirements:

Option File	at least 793 KB
Master League Data	at least 402 KB
Cup Data	at least 340 KB
League Data	at least 337 KB
Challenge Data	at least 70 KB
Original Dribble Course	at least 70 KB
Formation Data	at least 49 KB
Replay Data	at least 260 KB

MEMORY CARD SLOT 1 (1 – A) IS USED FOR SAVING DATA

(with some exceptions, for details see p. 47).

Insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1. With the exception of the Option File, the save/load screen will be displayed when “Save” or “Load” is selected. Select the location in which the data is to be saved with the directional button, and then press the ⊗ button to confirm.

Use the ■ button to switch between Save Mode and Delete Mode. Press the △ button to return to the previous screen.

* Only one Option File can be created per memory card (8MB)(for PlayStation®2).
A maximum of 35 sets of other data can be created.

SAVE

ABOUT CHEAT PREVENTION SAVE

When starting a new League Mode or Master League Mode game with Cheat Prevention Save set to ON, you must create save game data on a memory card (8MB)(for PlayStation®2). Please note that before a game is finished, data up to that point will be automatically saved.

USING MEMORY CARD SLOT 2 (2-A)

MEMORY CARD slot 2 (2-A) is used in the following cases:

- When saving and loading the away team formation data for matches played in the Match Mode.
- When loading Team 2 data for Master League Data Matches played in Match Mode, and when saving/loading Team 2 formation data for Master League Data Matches played in the Match Mode.
- When using the Edited Data Manager in Edit Mode to load a friend's Option File from a memory card (8MB)(for PlayStation®2).

DATA SAVED IN THE OPTION FILE

The following data is saved in the Option File:

Environment Settings for Exhibition Matches: Weather, match time, level, match format, etc.
Match Settings: Controller settings, camera angles, screen displays, etc.
Edited Data: Player Data, Edited Club Team Data, etc.
Game Options: Button configuration, sound settings, etc.
Training: Save certain training options.

Although it is possible to play the game without the use of an Option File, the Option File contains saved game environment settings, cup data, edited data and other parameters, so saving an Option File to a memory card (8MB)(for PlayStation®2) is recommended. MEMORY CARD slot 1 (1-A) is used for saving and loading the Option File. The system will automatically attempt to load the Option File when the game is started, so ensure that the memory card (8MB)(for PlayStation®2) that contains the Option File has been inserted into MEMORY CARD slot 1 (1-A) before turning on the power. The Option File will be automatically loaded. The game will automatically create an Option File if one does not already exist. A warning message will appear if a memory card (8MB)(for PlayStation®2) has not been inserted or the card inserted does not contain sufficient available space. In this event, follow the on-screen instructions. Also, note that a minimum of 793KB of available space is required on the memory card (8MB)(for PlayStation®2) in order to save the option file. Once the Option File has been loaded/saved, any changes made during the game will automatically be saved to the memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1 (1-A). The Option File Auto Save function can be turned ON/OFF by selecting Option File Auto Save Settings on the Game Options Screen.

SAVE

AUTO SAVE

In order to auto save League Data, Cup Data, and Master League Data, first make a manual save to activate the auto save.

The game includes two auto-save options: Option File Auto Save and Game Data Auto Save (League Data, Cup Data, and Master League Data). Note that different data is saved in each of these cases. Option File Auto Save can be turned ON/OFF from the Game Options screen or with the Option File Settings in Edit Mode. Game Data Auto Save can be turned ON/OFF from each game menu.

COPY SAVED DATA

It is possible to copy data saved in locations 1 to 35 on the memory card (8MB)(for PlayStation®2) to another location, as long as that location is either empty or contains the same type of data. To save data over a different type of data, the unwanted data must first be deleted in Delete Mode before saving the new data. Location 36 on the memory card (8MB)(for PlayStation®2) is used for the Option File and cannot be copied.

DELETE SAVED DATA

Delete data saved in locations 1 to 36 on the memory card (8MB)(for PlayStation®2). (The Option File can also be deleted.)

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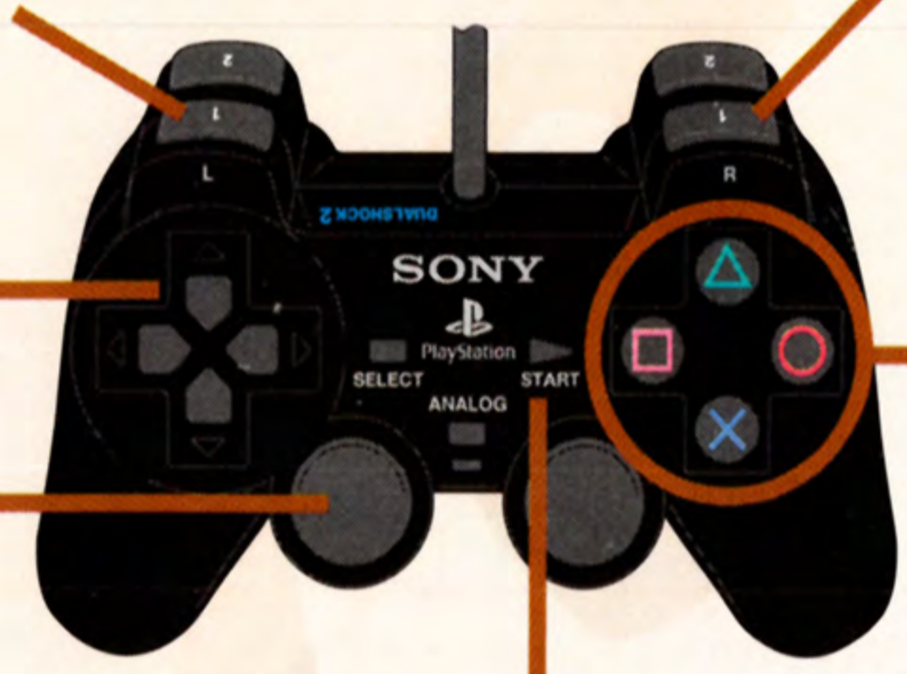
GAME CONTROLS/Basic Controls

Basic Offense Controls



L1 button/
Switch between players

Directional button/
Move

Left analog stick/
Move

R1 button/Dash

△ button/
Through ball

○ button/
Centering/Long pass

✕ button/
Short pass

□ button/
Shoot

START button/Pause

Basic Defense Controls

L1 button/
Switch between players

Directional button/
Move

Left analog stick/
Move

R1 button/Dash

△ button (hold down)/
Goalkeeper Charge

○ button/
Sliding tackle

✕ button/
Apply pressure

□ button (hold down)/
Clearance/Pressure 2

START button/Pause